

Minesweeper Multiplayer Roguelike

Game Design Document

1. Game Overview

- Title: SweepMiner
- Genre: Puzzle, Coop, Multiplayer, Rogulike
- Platform: PC
- Input: Keyboard Mouse
- Player Fantasy: Gaining Information and Powerups to solve an increasingly difficult series of minesweeper boards
- Player Verbs: Solving, Weighing Options, Cooperating, Sacrificing

2. Core Concept (Mechanics)

- Grid-Based Movement
- Items (Passive and Active)
 - Unlimited Passives (Could have a limit but should be high)
 - Hold a limited number actives
- Minesweeper grid generation
- Procedural Generation
- Multiplayer Functionality

3. Design Pillars

- Puzzle solving to be necessary (Exception being super good runs)
- Cooperation should help the players
- The boards should not be dull with repetition
- Synergies between items should be apparent

4. Aesthetic Style

- Top down
- 2D
- Cave-diving (akin to spelunky)

5. User Experience (UI and Accessibility)

- Passive Items
- Active Items
- Options Menu
 - Video Settings
 - Audio Settings
 - Game Settings (Accessibility Settings)
 - Input Settings

6. Player Progression & Game End Condition

- Player Starts on Basic Minesweeper Board
- Navigate through rooms
- Get items
- Boards get increasingly more difficult (more mines, special mines, unclear tiles, etc...)
- Items help player navigate these boards
- Until final board with very difficult mines
- Player dies if they touch mine, if all players are ghost, game is over

7. Potential Expansions

- Mini-map
- Bosses (gimmick bomb rooms)
- More Items, More Bombs, etc... (Horizontal Content)
- Upgrade Visuals
- Proper Accessibility Settings
- Difficulty Settings
- Meta Progression (Has to have a lot of content)